

Simone Lazzarotto - Level Designer

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PROFILE

As a level designer, I focus primarily on single-player levels, with a strong emphasis on story, exploration and combat. I approach every project with a high level of initiative and intentionality, enjoying the process of solving design problems through iteration and collaboration. Since level design sits at the intersection of multiple disciplines, I deeply value clear communication, feedback and working with different teams to reconcile their goals into a cohesive player experience.

SKILLS SUMMARY

Level Design: Documentation, Blockout, Encounter Design, Storytelling, Blueprint Scripting

Software: Unreal Engine 5, Hammer, Trenchbroom, DarkRadiant, Miro, GitHub, GSuite, MSOffice, Audacity

Soft Skills: Iteration-Driven Mindset, Feedback Literacy, Cross-Disciplinary Communication, Holistic Design Thinking/Approach

Languages: English (Professional), Italian (Native), German (Basics)

PROJECTS

Whispered Lullabies (Unreal Engine 5)

Level Designer - Game Designer • November 2024 - Present

- Owning the entire level design process for the Private Rooms level, from **concept to blockout**
- Responsible for the **entire first iteration** of the Garden, the game's main hub, and am collaborating on its subsequent iterations with the team
- Acting as **project lead**, managing a team of **16 students** and working within a **Scrum framework**
- The project has been presented at **3 Italian fairs and events** so far, ahead of its Steam release

The Collector (Unreal Engine 5)

Level Designer • April 2026 - June 2026

- Designed a **non-linear, hub-based** level focused on exploration and narrative
- Crafted an **architecturally-driven blockout** using landmarks and distinctive spatial compositions to guide player navigation and encourage exploration
- Scripted objectives, progression gates and dynamic events with **Blueprints**
- Iterated on the level through **20+ playtesters** to refine pacing, readability, cognitive load, and overall flow

Scenario 22B (Hammer - Half-Life 2)

Level Designer • October 2025 - January 2026

- Designed a fast-paced action level focused on **encounter design, combat pacing, and large-scale set pieces**
- Very **iterative design** process with frequent playtesting and revisions
- Published on the **Steam Workshop**, with over **2000 downloads** and **94% positive reviews**

EDUCATION

Academic Diploma of Game Design

AIV - Italian Video Games Academy • Rome • 2026

- Covered game design and level design theory, documentation, scripting, and Agile/Scrum workflows
 - Completed **5 small-scale levels** through weekly assignments, both solo and in collaboration with other designers
 - Contributing to a larger final **game project** with students from programming, narrative design, and art courses
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